

Beauclair (TTRPG)

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Witcher TTRPG Homebrew Collection

“Traders, vineyard operators and other travelers say the city is like a charmed place, pushing people to love and drink and discouraging to leave the capital.”

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Beauclair at a Glance

Region Details	
Status	Capital city of Toussaint
Borders	On the shores of Lake Seidhe Llygad
Districts	Divided into three districts, with only one being walled
Law Enforcement	Protected by Knights-Errant and the Toussaint Guard
Monarchs	Adela Marta (first lady), Carolina Roberta, Raymund, Anna Henrietta (Current)

The Layout & Architecture

Geography & The Palace

Beauclair surrounds the Palace of Beauclair, which stands majestically at the western edge of the city. The imposing Mount Gorgon frames the palace, adding to its grandiose majesty. Due to its centralized position, the city can be clearly seen from almost every place in the duchy.

Vibrant Districts

Though not as large as Novigrad, the city is very vibrant and colorful. It is divided into three distinct districts, and only one of these districts is walled. Key neighborhoods and areas within the city limits include:

- Hauteville

- San Sebastian
- Lassommoir
- The Gran'place

City Gates & Infrastructure

Travelers and merchants navigate the city through several prominent gates and locations:

- **Gates:** Coopers' Gate, Dulevant Gate, Harbor Gate, Lebioda's Gate, and Metinna Gate.
- **Key Locations:** Beauclair Port, the Nilfgaardian Embassy, and the Palace Gardens.

Economy, Law & Society

A Charmed Atmosphere

The city has a reputation as a charmed place. The environment heavily encourages its inhabitants and visitors to focus on love and drinking, actively discouraging them from ever leaving the capital.

History & Origins

Beauclair was likely built during the era when Peter Faramond reconstructed the palace. Following this reconstruction, Duchess Adela Marta became the first lady of the palace.

Notable Citizens & Factions

The city is home to numerous influential figures spanning royalty, aristocracy, and magic:

- **The Aristocracy:** Prominent nobles include Clarissa, Amadis de Trastamara, Jacqueline, Veronique, Notturna, Palmerin de Launfal, and Milton de Peyrac-Peyran.
- **Mages & Other Figures:** The city is also associated with notable individuals such as Artorius Vigo, Fringilla Vigo, Sebastian Le Goff, and Reynart de Bois-Fresnes.

Regional Bestiary & Plot Hooks

The sun-drenched vineyards and glamorous streets of Beauclair hide a dark, bloody underbelly. The city's obsession with wine, romance, and chivalry makes its populace uniquely vulnerable to creatures that hunt in the shadows.

- **Vampire Courts:** The aristocratic circles and high-class brothels are prime hunting grounds for Bruxae, Alps, and even Higher Vampires who blend seamlessly into high society, using their charms to secure a steady supply of willing victims.
- **Vineyard Pests:** The sprawling wine estates surrounding the city are frequently plagued by Archespores, Giant Centipedes, and Shaelmaars that burrow through the fertile, heavily irrigated soil.
- **The Slums:** In the unwalled, poorer districts like San Sebastian and Lassommoir, Fleders and Garkains occasionally rise from the sewers to prey on drunken revelers and vagrants.

Campaign Hooks

- **The Crimson Vintage:** A celebrated vineyard has produced a remarkably robust red wine that is selling for thousands of crowns. The players are hired by a rival vintner to steal the recipe, only to discover the wine is being laced with actual blood by a Bruxa hiding among the estate's staff.
- **The Dyeworks Sabotage:** A massive alchemical spill at the Beauclair Dyeworks has mutated the local sewer fauna. The Toussaint Guard refuses to enter the toxic, colorful sludge, offering a hefty bounty to any mercenaries willing to clear out the neon-stained Drowners and Zeugls.
- **A Knight's Honor:** A boastful but cowardly Knight-Errant hires the party to secretly slay a Shaelmaar in a nearby cave. He demands the party bring the monster to the brink of death and step aside so he can strike the final blow and claim the beast's head to impress his beloved.

Notable Locations

- **The Ducal Palace:** The architectural crown jewel of Toussaint, housing Duchess Anna Henrietta. It features sprawling royal gardens, luxurious guest quarters, and labyrinthine wine cellars that double as highly secure escape

routes.

- **The Beauclair Dyeworks:** Located near the water, this bustling industrial zone creates the vibrant colors worn by the city's elite. The chemical runoff paints the nearby riverbanks and drainage canals in shifting, unnatural hues.
- **The Gran'place:** The central hub of commerce, filled with street performers, high-end tailors, and master armorers selling ornate, custom-fitted gear to aspiring knights.
- **San Sebastian & Lassommoir:** The less glamorous, unwalled districts where laborers, dockworkers, and desperate criminals eke out a living in the shadow of Mount Gorgon.
- **The Grand Vineyards:** Sprawling estates like Corvo Bianco and Castel Ravello that lie just outside the city gates, functioning as self-sustaining, heavily guarded agricultural fortresses.

Items Native to the Region

The wealth of Beauclair attracts the finest artisans, resulting in gear that is as functional as it is beautiful.

Toussaint Knight's Armor (Heavy Torso Armor)

"Golden, gleaming, and utterly unsuited for stealth. The armor of a Toussaint Knight is mastercrafted to turn away heavy blows while ensuring the wearer looks magnificent doing it."

- **SP:** 25
- **EV:** 2
- **Availability:** Rare (*Exclusive to Beauclair Armories*)
- **Enhancement Slots (AE):** 2
- **Weight:** 16 kg
- **Cost:** 1,450 Crowns
- **Effect: Tourney Gleam.** The blinding polish and unmistakable heraldry of the armor grant a permanent +1 to Charisma checks when interacting with Toussaint nobility or Knights-Errant. However, its brilliant shine and heavy, clinking plates impose a -2 penalty to all Stealth checks.

Beauclair Steel Sword (Steel Weapon)

"A beautifully balanced, thrust-centric blade adorned with intricate crossguards and a pommel forged to resemble a swan or a lion. It is a duelist's weapon, favored in the city's many honor-bound skirmishes."

- **Type:** S/P
- **WA:** +1
- **Availability:** Rare
- **Damage (DMG):** 5d6
- **Reliability (Rel):** 15
- **Hands Required:** 1
- **Range (RNG):** N/A
- **Effect:** Bleed (25%), Balanced
- **Concealment (Conc):** N/A
- **Enhancements (EN):** 2
- **Weight:** 1.5 kg
- **Cost:** 1,200 Crowns

Toussaint Crafting Diagrams

Because Toussaint operates on an economy of immense wealth and prestige, its gear is heavily reliant on expensive components like Gold and Dark Steel.

Master Diagrams

Name	Crafting DC	Time	Components	Investment	Cost
Beauclair Steel Sword	23	12 Hours	Dark Steel (x4), Gold (x2), Hardened Timber (x1), Hardened Leather (x1), Sharpening Grit (x1)	594	1,200
			Dark Steel (x6),		

Toussaint Knight's Armor	25	14 Hours	Gold (x3), Hardened Leather (x3), Thread (x6), Ogre Wax (x2), Drake Oil (x2)	715	1,450
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Est Est & Erveluce (Consumables)

"The absolute finest wines on the Continent. Coveted by emperors and kings, a single bottle costs more than a peasant makes in a lifetime."

Effect: Imbibing a glass grants a temporary +2 boost to Charisma and Seduction for one hour, but drinking the entire bottle guarantees the *Intoxicated* status and a debilitating hangover the next day.

Activities

Activity: The Grand Tourney

A city obsessed with chivalry demands constant spectacles, drawing knights and mercenaries from across the globe.

- **The Loop:** Athletic Competition and Social Maneuvering.
- **The Activity:** Players can enter the Beauclair Tourney, participating in horse races, archery contests, and massive grand melees. Winning requires high combat and athletic stats, but cheating (or catching a cheating rival) requires high Awareness and Deduction.
- **The Hook:** The party needs an audience with a reclusive noble who is sponsoring the Tourney. The only way to get past his VIP pavilion guards is to enter the melee and survive long enough to win the champion's laurels.

Activity: Corporate Vintner Espionage

The wine trade in Beauclair is as cutthroat as any physical war, with family reputations and fortunes balancing on a single harvest.

- **The Loop:** Stealth, Sabotage, and Trap Crafting.
 - **The Activity:** Players navigate the heavily guarded vineyards at night, bypassing sophisticated booby traps, guard dogs, and high-level mercenary patrols. The goal is to taint the soil, burn a specific crop, or steal a closely guarded fermentation secret without being traced back to their employer.
 - **The Hook:** A desperate merchant whose vineyard is failing hires the party to introduce a harmless but foul-tasting alchemical weed into the soil of his biggest competitor just days before the annual wine festival tasting.
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